



STIC Search Report

EIC 3700

STIC Database Tracking Number: 126014

TO: Faye Francis
Location: cp2 10b04
Art Unit: 3712
Wednesday, July 07, 2004

Case Serial Number: 10/700915

From: John Sims
Location: EIC 3700
CP2, 2C08
Phone: 308-4836

john.sims@uspto.gov

Search Notes

Here are your search results. Most of the items retrieved are in patent files; the NPL files did not produce much in the way of useful results.

Bank

~~10/7~~
~~10/730035~~

Solomon, Terrance

From: Unknown@Unknown.com
Sent: Wednesday, June 30, 2004 9:10 AM
To: STIC-EIC3700
Subject: Generic form response

ResponseHeader=Commercial Database Search Request

AccessDB#= ~~030,001~~ 126014

LogNumber=

Searcher= John Sim

SearcherPhone= 308-4836

SearcherBranch= EIC 3700

MyDate=Wed Jun 30 09:10:16 EDT 2004

submitto=STIC-EIC3700@uspto.gov

Name=Faye Francis

Empno=77206

Phone=306-5941

Artunit=3712

Office=CP 2 10B04

Serialnum=10/700915

PatClass=446/8

Earliest=11/5/03

Format1=paper

Searchtopic=The present invention relates banks, such as piggy banks, that are used by individuals to store particularly, the small amounts of money. More present invention relates to animated banks that contain a character that animates when money placed into the bank.

Also, I would like to have the plus search on this case please. (submitted via email)

Comments=

send=SEND

12/3,KWIC/1 (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
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01768206

ANIMATED SAVINGS BOX FOR SORTING COIN

PUB. NO.: 60-246706 [JP 60246706 A]
PUBLISHED: December 06, 1985 (19851206)
INVENTOR(s): JIYON AARU NOTSUCHINGAMU
JIYON DABURIYU SUPAAKU JIYUNIA
APPLICANT(s): JIYON AARU NOTSUCHINGAMU [000000] (An Individual), US (United States of America)
JIYON DABURIYU SUPAAKU JIYUNIA [000000] (An Individual), US (United States of America)
APPL. NO.: 60-061759 [JP 8561759]
FILED: March 26, 1985 (19850326)
PRIORITY: 6-593,475 [US 593475-1984], US (United States of America), March 26, 1984 (19840326)

ANIMATED SAVINGS BOX FOR SORTING COIN

INTL CLASS: A45C-001/12 ; G07D-003/00

12/3,KWIC/2 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

009769376 **Image available**
WPI Acc No: 1994-049227/199407
XRPX Acc No: N94-038828

Top box for coin freed amusement machine - has bracket which can be set at any position wrt door height allowing lamps to illuminate artwork

Patent Assignee: ARISTOCRAT LEISURE IND PTY LTD (ARIS-N)

Inventor: HUGHES J B

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
AU 644996	B	19931223	AU 9344963	A	19930827	199407 B

Priority Applications (No Type Date): AU 9344963 A 19930827

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
AU 644996	B	11	G07F-017/34	

Top box for coin freed amusement machine...

...Abstract (Basic): The panel is hinged to the enclosure. The panel carries a bracket adjacent the inner face of the panel. The bracket carries one or more **animation** style lamps which are movable along length of the bracket...

12/3,KWIC/3 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

007452424 **Image available**

WPI Acc No: 1988-086358/198813

XRPX Acc No: N88-065187

Actuating mechanism for novelty money box - has motor actuated by coin placed on receiving surface which turns crank to withdraw coin and move mannequin figure in sync

Patent Assignee: CORZO H (CORZ-I)

Inventor: CHENAIS P

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
FR 2602126	A	19880205	FR 8611423	A	19860731	198813 B

Priority Applications (No Type Date): FR 8611423 A 19860731

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
FR 2602126	A	7		

Actuating mechanism for novelty money box -

...Abstract (Basic): The **money box** has a reception platform (1) which carries a printed circuit which is bridged when a coin is placed upon it. This energises a motor which turns a shaft (5) to rotate a crank (9) and move an arm (10) whilst, simultaneously, the head of an **animated** mannequin figure is raised...

...contact the platform (1) and then rake its surface, gathering in the deposited coin. Hold-in contacts ensure that the cycle is completed, with the **animated** figure withdrawn, after the coin clears the printed circuit elements...

International Patent Class (Additional): **A45C-001/12**

12/3,KWIC/4 (Item 3 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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004519930

WPI Acc No: 1986-023274/198604

XRPX Acc No: N86-017046

Multi-national coin sorting bank for child's toy - has part of sorting mechanism comprising pivotal ramp and stop member movable in relation to each other

Patent Assignee: NOTTINGHAM J R (NOTT-I)

Inventor: SPIRK J W

Number of Countries: 002 Number of Patents: 003

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
GB 2161968	A	19860122	GB 8517330	A	19850709	198604 B
US 4606361	A	19860819	US 84630883	A	19840713	198636
GB 2161968	B	19871111				198745

Priority Applications (No Type Date): US 84630883 A 19840713

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
GB 2161968	A	15		

Multi-national coin sorting bank for child's toy...

...Abstract (Basic): A **coin** deposited in the **bank** moves under gravitational/inertial forces from an inlet (23) to a coin storage area

(20). As it moves between the inlet and the coin storage...

...The movement of the various elements of the sorting mechanism can be viewed by a user, and provides an **animated** image as a coin is being sorted...

...Abstract (Equivalent): A **coin** sorting **bank** comprising a housing having an inlet for receiving a coin in an upright orientation, a coin storage area comprising a plurality of coin bins disposed...

...Abstract (Equivalent): A **coin** deposited in the **bank** moves under gravitational/inertial forces from an inlet to a coin storage area. As it moves between the inlet and the coin storage area, the...

...The structure provides a way of readily changing the **bank** to sort **coins** of different currencies by simply changing the location of the stop member relative to the pivotal ramp. The movement of the various elements of the sorting mechanism can be viewed by a user, and provides an **animated** image as a coin is being sorted...

12/3,KWIC/5 (Item 4 from file: 350)

DIALOG(R)File 350:Derwent WPIX

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004283107

WPI Acc No: 1985-109985/198518

XRPX Acc No: N85-082592

Animated coin **sorting bank** - has arcuate guide engaged by coin to **rotate display plate**

Patent Assignee: SPIRK J W (SPIR-I)

Inventor: NOTTINGHAM J R

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 4511341	A	19850416	US 84593475	A	19840326	198518 B

Priority Applications (No Type Date): US 84593475 A 19840326

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 4511341	A		18		

Animated coin **sorting bank** -

...Abstract (Basic): The **animated coin sorting bank** provides **animation** when a coin is deposited and sorts coins of different diameters. A **coin** deposited in the **bank** moves under gravitational/inertial forces from an inlet to a sorting area. As it moves between the inlet and the sorting area, the coin moves...

...composite image is formed partly on the display plate partly on a front cover, so that when the display plate is rotated an element of **animation** of that composite image is produced. After releasing from the display disc the coin continues to move under gravitational/inertial forces to a sorting area...

Title Terms: **ANIMATED** ;

International Patent Class (Additional): **A45C-001/12**

?

11/3,K/2 (Item 2 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01403266

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PATENT ASSIGNEE:

SONY CORPORATION, (214021), 7-35 Kitashinagawa 6-chome Shinagawa-ku,
Tokyo 141, (JP), (Applicant designated States: all)

INVENTOR:

Enari, Masahiko, c/o Sony Corporation, 6-7-35 Kitashinagawa,
Shinagawa-ku, Tokyo 141, (JP)

LEGAL REPRESENTATIVE:

Pratt, Richard Wilson et al (46458), D. Young & Co, 21 New Fetter Lane,
London EC4A 1DA, (GB)

PATENT (CC, No, Kind, Date): EP 1187078 A2 020313 (Basic)

APPLICATION (CC, No, Date): EP 2001307146 010822;

PRIORITY (CC, No, Date): JP 2000259360 000824

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: G07F-017/16; G11B-027/028

ABSTRACT WORD COUNT: 119

NOTE:

Figure number on first page: 2

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200211	579
SPEC A	(English)	200211	12955
Total word count - document A			13534
Total word count - document B			0
Total word count - documents A + B			13534

...SPECIFICATION purchase is displayed. Below the price, a display section for a deposit from the user is formed. In the store terminals 5A to 5N, when **bank** notes and **coins** are put from a predetermined slot, the deposited amount of money is displayed in the display section, as Fig. 8 shows a money-deposited state...

...case in which the memory card 16 has been unloaded as described above. On the displayed screen, with a title and a message, a predetermined **animation** using a mascot **character** image is displayed, and when this animation ends, the displayed screen is switched to the opening screen in the store terminals 5A to 5N. These...

11/3,K/9 (Item 3 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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01111945 **Image available**

INTERACTIVE GAMES FOR TEACHING FINANCIAL PRINCIPLES
JEUX INTERACTIFS POUR L'APPRENTISSAGE DE PRINCIPES FINANCIERS

Patent Applicant/Assignee:

CASHFLOW TECHNOLOGIES INC, 4330 N. Civic Center Plaza, Suite 101,
Scottsdale, AZ 85251, US, US (Residence), US (Nationality)

Inventor(s):

ROGAN Philip A, 138 McGee Drive, Bozeman, MT 59715, US,
GIPP David A, 2704 Rose Street, Bozeman, MT 59715, US,

Legal Representative:

ROGERS David E (et al) (agent), Squire, Sanders & Dempsey L.L.P., Two
Renaissance Square, Suite 2700, 40 North Central Avenue, Phoenix, AZ
85004-4498, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200434354 A2 20040422 (WO 0434354)

Application: WO 2003US31331 20031003 (PCT/WO US03031331)

Priority Application: US 2002267249 20021008

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG
KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NI NO NZ OM PG PH
PL PT RO RU SC SD SE SG SK SL SY TJ TM TN TR TT TZ UA UG UZ VC VN YU ZA
ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LU MC NL PT RO SE
SI SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 15125

Fulltext Availability:

Detailed Description

Claims

Detailed Description

... of complexity for varying age groups or levels of comprehension. The
games provide awards for successful completion.

In addition, interactive games using one or more **animated characters**
for teaching financial principles are disclosed. In a preferred
embodiment, one or more **animated characters** provide advice and/or
commentary on one or more financial principles such as debt, investment,
work, profit, elasticity of price and demand, loan payments, and...

...Also disclosed herein are interactive games including a series of
interactive games [suite] that requires player inputs. The games
preferably include learning activities facilitated by **animated**
characters and stories. The combination of interactive participation,
animated characters and stories enhances

i

student attention and recollection of the educational aspect of the game
content.

BRIEF DESCRIPTION OF THE DRAWING

The description of the...

...levels of detail and complexity. To facilitate the teaching of children and to increase children's

6

interest in the different subjects, in one embodiment **animated characters** are used to present the games.

The same characters may be used in each of the different levels of difficulty with the characters appearing older...

...product or service, L&, ice cream, for more money than it cost to obtain the product or service. In one preferred embodiment one or more **animated characters** discuss the profit concept in relation to the sale of ice cream. In an example implementation of this embodiment, a character named Toki tells her...

...Jesse paid for the ice cream. The player is asked to assist Jesse in making the largest profit from selling ice cream.

One or more **animated characters** inform the player, audibly and/or visually, of the cost of one bucket of ice cream, and the price at which Jesse will sell individual...it in something that makes more money. I 0 In a preferred embodiment, these financial principles are conveyed to the player by one or more **animated characters** that demonstrate how money can be obtained so that a character can pay the required fees necessary to play a new amusement game called "Cheese..."

...avoid undesirable items, expenses (Doodads), in order to accumulate money and be able to give the most money to charity.

In the beginning, (ey -7H), **animated characters**, eg., Toki and Ima, discuss how nice

;@, FIGS. 7A

it would be to be able to give money to people who need it. FIG. 7A...

...How does that work?" Toki explains, "As you earn money, put some in the first piggy bank for Giving, put some in the second piggy **bank** for **Saving** and put some in the third piggy **bank** for Making **Money**." FIG. 7G is a close up of Ima. Ima asks, "Why not just put it all in the giving piggy bank?" Toki responds to this...

...70 are exemplary screens illustrating the game tutorial. In FIG. 7I, the game playing field 710 is displayed, along with Ima 712, a giving piggy **bank** 714, a **savings** piggy **bank** 716 and an invest piggy bank 718. The piggy banks 714, 716 and 718 are displayed on a toolbar 720 at the bottom of the...

...812 represents a payment to all three piggy banks. A doodad 814 (also known as an expenses) when encountered usually eliminates any accumulation in the **savings** piggy **bank**. A heart icon 816, when encountered, accepts some of the accumulations in the giving piggy bank and provides temporary immunity from encountered doodads 814. When...

...a coin is encountered (action 922), the animation depicts three coins being sent to each piggy bank (action 924).

The amount of coins in the **saving** piggy **bank** 714, the giving piggy bank 716 and the investment piggy bank 718 is incremented by one (action 926).

If a heart icon 816 is encountered...

...the giving glow is set to on (heart is glowing) (action 954). If the heart is not set to on, then any accumulations in the **savings piggy bank** 714 is eliminated and set to zero (action 956). If the heart is set to glow (such as from recently encountering a heart icon 816...

...are paid off as seen in logic sequence 990. When the money sign icon 820 is encountered (action 992), for each money tree 818 the **savings piggy bank** 714, the giving piggy bank 716 and the investment piggy bank 718 is incremented by the yield of each money tree 818 (action 996). Each money tree 818 is given an **animated** sequence where the tree is bumped and the coins bounce into the piggy banks (action 998). The incrementing of the piggy banks and **animation** of the coins is done for each money tree 818 (action 994).

The money sign is then removed from the screen (action 999).

After the...

...the game. In FIG. 7V, a bonus question is displayed. The question can be a multiple choice question such as: "Which of the three piggy **banks** , Giving, **Savings** , and Investment, creates wealth for all three banks?" with the answer choices of: a) the giving piggy **bank** , b) the **savings piggy bank** , or c) the investment piggy bank. If the player chooses the wrong answer, the game informs the player of the wrong answer and explains why this example embodiment preferably begins with **animated characters** , Jesse and Toki, discussing how much work it can be to make a profit, such as by selling ice cream (action 1402). In FIG. I...

Claim

1 A method for teaching financial principles comprising:
enabling a user access to an interactive game having one or more game **characters** **animated** to: (i) convey one or more financial lessons to the user; and (ii) ask the user to provide input about the one or more financial...

...the one or more financial lessons for which the user successfully provided input.

6 The method of claim I wherein the one or more game **characters** are further **animated** to:
(iii) reinforce the one or more financial lessons to the user.

7 The method of claim I wherein enabling the user to access the...

...to a user of the one or more client terminals via the communications network, wherein the output comprises video data representations of one or more **animated characters** conveying one or more financial lessons; and receiving input from the user via the one or more client terminals and communications network, the input comprising...

...and demand, and asset income.

29 The system of claim 21 wherein the user response information comprises user actions to assist the one or more **animated characters** to accomplish a financial goal.

30 The system of claim 29 wherein the financial goal comprises earning a greatest profit from a sale of an...

...provided output to the user further comprises video data representations

of an interactive evaluation tool for the user actions to assist the one or more **animated characters** to earn the greatest profit.

35 The system of claim 34 wherein the interactive evaluation tool assists the user in determining an elasticity of price...

...to a user of the one or more client terminals via the communications network, wherein the output comprises video data representations of one or more **animated characters** conveying one or more financial lessons; and (ii) receiving input from the user via the one or more client terminals and communications network, the input...

...39 The method of claim 38 wherein the one or more financial lessons comprises a profit lesson wherein the user assists the one or more **animated characters** to earn the greatest profit from a sale of a 1 5 product.

40 The method of claim 38 wherein the one or more financial...

...a communications network; code for outputting video display information to the client terminal, the video display information comprising graphics data representing of one or more **characters animated** to convey one or more financial principles; code for processing response information received from the client terminal via the communications network;
30
code for updating...
...financial principles.

47 The computer program product of claim 44 wherein the output video display information comprises data for visually and audibly representing: a first **animated character** to explain the one or more financial principles to a user; and a second **animated character** for which the user is prompted to assist reach a financial goal.

48 The computer program product of claim 47 wherein the financial goal comprises...

11/3,K/28 (Item 22 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00456651 **Image available**

SLOT DRIVEN VIDEO STORY

ANIMATION VIDEO POUR MACHINE A SOUS

Patent Applicant/Assignee:

WALKER ASSET MANAGEMENT LIMITED PARTNERSHIP,

Inventor(s):

WALKER Jay S,

JORASCH James A,

SPARICO Thomas M,

FINK Jesse M,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9847115 A1 19981022

Application: WO 98US6474 19980407 (PCT/WO US9806474)

Priority Application: US 97832723 19970411

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES

FI GB GE GH GM GW HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD

MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG UZ

VN YU ZW GH GM KE LS MW SD SZ UG ZW AM AZ BY KG KZ MD RU TJ TM AT BE CH

CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML

MR NE SN TD TG

Fulltext Word Count: 4555

Fulltext Availability:

Detailed Description

Detailed Description

... information to entertain a
player during play. For instance, some slot machines
provide "Dotmation", a computer controlled LED display,
that ties a game to an **animated character** . Such a system
is currently utilized in "Piggy Bankin", wherein a pig
dances around an LED display screen as the slot machine
play ensues

Another approach...locates the particular gaming
result under Reel Outcome field and assigns a corresponding
s payout parameter from either the 1 Coin, 2 Coins or 3 **Coins**
field accordingly (**Box** 76). The payout parameter is then
transmitted to network server 12

Network server 12 receives the payout parameter and
lo accesses session database 42 (

ANSWER 1 OF 3 GEOREF COPYRIGHT 2004 AGI on STN
ACCESSION NUMBER: 97:47611 GeoRef ND 97-72161
TITLE: Geology of the eastern **Tehachapi** Mountains and
Late Cretaceous-early Cenozoic tectonics of the southern
Sierra Nevada region, Kern County, California
AUTHOR(S): Wood, David Judson
CORPORATE SOURCE: California Institute of Technology, Pasadena, CA, United
States
SOURCE: Degree: Doctoral. Pub. Date: 1997. 287 p.
Pub. Country: United States.
Availability: University Microfilms, Ann Arbor, MI, United
States
DOCUMENT TYPE: Dissertation
BIBLIOGRAPHIC LVL: Monographic
LANGUAGE: English

14/7/2 (Item 1 from file: 734)
DIALOG(R)File 734:Dayton Daily News
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10657008

PART 'ALIEN,' PART FUZZBALL

Dayton Daily News (DA) - Monday, June 5, 2000

By: Shaun Conlin Cox News Service

Edition: CITY Section: OHIO TECH Page: 4E

Word Count: 307

TEXT:

WuvLuv (\$30, www.trendmasters.com), no mere plush toy, will have you shamelessly egging your children on with 'make it say that again!'

She is a funny-looking oddity with menacing eyelashes over golfball-sized eyes and yes, we're sure it's female because she delivers a tiny baby WuvLuv - some have a set of twins! - that communicates with her in an impressive exhibition of dialogue and song.

The WuvLuv we tested didn't want to be bothered with single motherhood; we were forced to pry her belly open to retrieve her youngun. And the toy is mechanical; little fingers might get squeezed as WuvLuv's body jiggles.

Overall, if you want something that delights and inevitably sparks questions about where babies really come from, WuvLuv's your gal pal.

- Charlotte Moore

GIANT SAVINGS IN NO TIME

The Iron Giant movie was critically acclaimed last summer, and it's no wonder that there is a pile of merchandise available for this great **character**. The **animated money bank** (\$20; www.trendmasters.com) is a great addition to any Iron Giant collection.

Some fourteen inches high, the bank features the Iron Giant sitting on a pile of junkyard cars with a little Hogarth Hughes figure perched up on his knee.

The Giant's left hand has a slot for a coin and a button at the base which, when pushed, causes ol' Iron to raise his hand to his opened maw. He swallows your savings as his eyes flash and he stomps the ground and bellows 'crunchy delicious metal' or 'feed me' to great fanfare and metallic crunchy noise.

The only thing separating this nifty gadget from the taxman is the fact that you can get your coins back through a tray at the bottom. It takes three AA batteries and will tickle the kids pink.

CAPTION:

PHOTO: WUVLUV (\$30, www.trendmasters.com)

IRON GIANT animated money bank (\$20; www.trendmasters.com)

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? ds;show files

Set	Items	Description
S1	1	AU='ROGERS, ANTHONY'
S2	549	(TOY? ? AND BANK? ?)/DE
S3	34	(TOY? ?(2N)BANK? ?)/DE
S4	91	COIN()BANKS/DE
S5	29	PIGGY()BANKS/DE
S6	120	S4 OR S5
S7	0	BANKS()TOY/DE
S8	153878	(COIN? ? OR MONEY OR SAVING? ?) (2N) (BOX?? OR BANK? ? OR JAR OR CONTAINER?)
S9	153901	S6 OR S8
S10	221970	ANIMAT?
S11	4059461	CHARACTER? ? OR FIGURE? ? OR FIGURINE? ?
S12	11355	S10(3N)S11
S13	3	S9(S)S12
S14	3	RD (unique items)

File 471:New York Times Fulltext 90-Day 2004/Jul 07
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(c) 2004 Ft. Wayne Newspapers, Inc

File 490:Tallahassee Democrat 1993- 2004/May 29
(c) 2004 Tallahassee Democrat

File 492:Arizona Repub/Phoenix Gaz 19862002/Jan 06
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(c) 2004 Charlotte Observer

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(c) 2004 Grand Forks Herald

File 701:St Paul Pioneer Pr Apr 1988-2004/Jun 23
(c) 2004 St Paul Pioneer Press

File 702:Miami Herald 1983-2004/Jul 06
(c) 2004 The Miami Herald Publishing Co.

File 703:USA Today 1989-2004/Jul 06
(c) 2004 USA Today

File 704:(Portland)The Oregonian 1989-2004/Jul 05
(c) 2004 The Oregonian

File 706:(New Orleans)Times Picayune 1989-2004/Jul 06
(c) 2004 Times Picayune

File 707:The Seattle Times 1989-2004/Jul 06
(c) 2004 Seattle Times

File 708:Akron Beacon Journal 1989-2004/Jul 04
(c) 2004 Akron Beacon Journal

File 709:Richmond Times-Disp. 1989-2004/Jul 05

(c) 2004 Richmond Newspapers Inc
 File 712: Palm Beach Post 1989-2004/Jul 04
 (c) 2004 Palm Beach Newspapers Inc.
 File 713: Atlanta J/Const. 1989-2004/Jul 01
 (c) 2004 Atlanta Newspapers
 File 714: (Baltimore) The Sun 1990-2004/Jul 07
 (c) 2004 Baltimore Sun
 File 715: Christian Sci.Mon. 1989-2004/Jul 07
 (c) 2004 Christian Science Monitor
 File 716: Daily News Of L.A. 1989-2004/Jul 04
 (c) 2004 Daily News of Los Angeles
 File 717: The Washington Times Jun 1989-2004/Jul 02
 (c) 2004 Washington Times
 File 718: Pittsburgh Post-Gazette Jun 1990-2004/Jul 07
 (c) 2004 PG Publishing
 File 719: (Albany) The Times Union Mar 1986-2004/Jul 06
 (c) 2004 Times Union
 File 720: (Columbia) The State Dec 1987-2004/Jul 04
 (c) 2004 The State
 File 721: Lexington Hrlld.-Ldr. 1990-2004/Jul 04
 (c) 2004 Lexington Herald-Leader
 File 722: Cincinnati/Kentucky Post 1990-2004/Jul 01
 (c) 2004 The Cincinnati Post
 File 723: The Wichita Eagle 1990-2004/Jul 03
 (c) 2004 The Wichita Eagle
 File 724: (Minneapolis) Star Tribune 1989-1996/Feb 04
 (c) 1996 Star Tribune
 File 725: (Cleveland) Plain Dealer Aug 1991-2004/Jul 06
 (c) 2004 The Plain Dealer
 File 731: Philad.Dly.News 1983- 2004/Jul 02
 (c) 2004 Philadelphia Newspapers Inc
 File 732: San Francisco Exam. 1990- 2000/Nov 21
 (c) 2000 San Francisco Examiner
 File 733: The Buffalo News 1990- 2004/Jul 05
 (c) 2004 Buffalo News
 File 734: Dayton Daily News Oct 1990- 2004/Jul 05
 (c) 2004 Dayton Daily News
 File 735: St. Petersburg Times 1989- 2004/Jul 04
 (c) 2004 St. Petersburg Times
 File 736: Seattle Post-Int. 1990-2004/Jul 05
 (c) 2004 Seattle Post-Intelligencer
 File 738: (Allentown) The Morning Call 1990-2004/Jul 02
 (c) 2004 Morning Call
 File 740: (Memphis) Comm.Appeal 1990-2004/Jul 06
 (c) 2004 The Commercial Appeal
 File 741: (Norfolk) Led./Pil. 1990-2004/Jul 04
 (c) 2004 Virg.-Pilot/Led.-Star
 File 742: (Madison) Cap.Tim/Wi.St.J 1990-2004/Jul 06
 (c) 2004 Wisconsin St. Jrnl
 File 743: (New Jersey) The Record 1989-2004/Jul 05
 (c) 2004 No.Jersey Media G Inc
 File 744: (Biloxi) Sun Herald 1995-2004/Jul 02
 (c) 2004 The Sun Herald
 File 47: Gale Group Magazine DB(TM) 1959-2004/Jul 01
 (c) 2004 The Gale group
 File 141: Readers Guide 1983-2004/Jun
 (c) 2004 The HW Wilson Co
 File 149: TGG Health&Wellness DB(SM) 1976-2004/Jun W4
 (c) 2004 The Gale Group
 File 482: Newsweek 2000-2004/Jun 30
 (c) 2004 Newsweek, Inc.

File 484:Periodical Abs Plustext 1986-2004/Jun W3
 (c) 2004 ProQuest
File 623:Business Week 1985-2004/Jun 24
 (c) 2004 The McGraw-Hill Companies Inc
File 646:Consumer Reports 1982-2004/Jun
 (c) 2004 Consumer Union
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Set	Items	Description
S1	3	AU='ROGERS A R'
S2	0	BANKS, TOY/DE
S3	1	BANKS/DE
S4	59	COIN()BANK? ?
S5	16	TOY()BANK
S6	0	A45C-001/12/IC
S7	329	IC=A45C-001/12
S8	8975	ANIMAT?
S9	3	S7 AND S8
S10	2618	(COIN? ? OR MONEY OR SAVING? ?) (3N) (BOX?? OR BANK? ?)
S11	2749	S7 OR S10
S12	5	S8 AND S11

File 347:JAPIO Nov 1976-2004/Feb(Updated 040607)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200441
(c) 2004 Thomson Derwent

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? ds;show files

Set	Items	Description
S1	2	AU='ROGERS ANTHONY'
S2	848	(TOY? ? AND BANK? ?)/DE
S3	0	S1 AND S2
S4	1740	(COIN? ? OR MONEY OR SAVING? ?) (2N) (BOX?? OR BANK? ? OR JAR OR CONTAINER? ?)
S5	2561	S2 OR S4
S6	10392	ANIMAT?
S7	133398	CHARACTER? ?
S8	15	S5(S)S6
S9	809	S6(4N)S7
S10	25	S5 AND S9
S11	30	S8 OR S10

File 348:EUROPEAN PATENTS 1978-2004/Jun W03

(c) 2004 European Patent Office

File 349:PCT FULLTEXT 1979-2002/UB=20040701,UT=20040624

(c) 2004 WIPO/Univentio

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